

OLIONE



EVOLVE

OLIONE & OLIONE 2



www.ionsoft.com



WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness - eye or muscle twitches - disorientation - any involuntary movement
- altered vision - loss of awareness - seizures, or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the Wireless Controller motion sensor function. When using the Wireless Controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PlayStation®3 computer entertainment system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PlayStation®3 computer entertainment system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®3 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®3 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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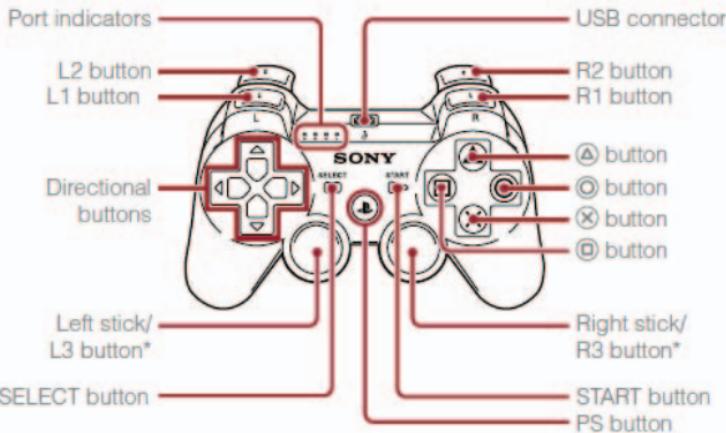
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SETTING UP

SIXAXIS™ Wireless Controller



* The L3 and R3 buttons function when the sticks are pressed.

HOW TO DOWNLOAD THE GAME:

This game can be downloaded via PlayStation®Store using the PlayStation®3 game console.

PLEASE NOTE:

The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

SAVED DATA FOR PLAYSTATION®3 FORMAT SOFTWARE

Saved data for PlayStation®3 format software is saved on the system's hard disk. The data is displayed under Saved Game Utility in the Game menu.

QLIONE

INTRODUCTION

You are a fighter in an inorganic sea of mesh patterns that is faced with the challenge of survival! Strategize and defeat your geometric enemies with a simple arsenal in a world hypnotic and dangerous. Created with the “Cellular Automaton” algorithm found in simulations of Earth, QLIONE is like no game you have ever experienced.

CONFIGURATION



Screen Width/Height: Adjust the screen width and height to fit your HD or SD TV.

Sound Effects: Turn sound effects ON or OFF.

Background Music: Turn background/custom soundtrack music ON or OFF.

Button Config: Change the button configuration to suit your needs.

Credits: View who made and worked on this game. Hint: Rockin Android! :)

HOW TO PLAY

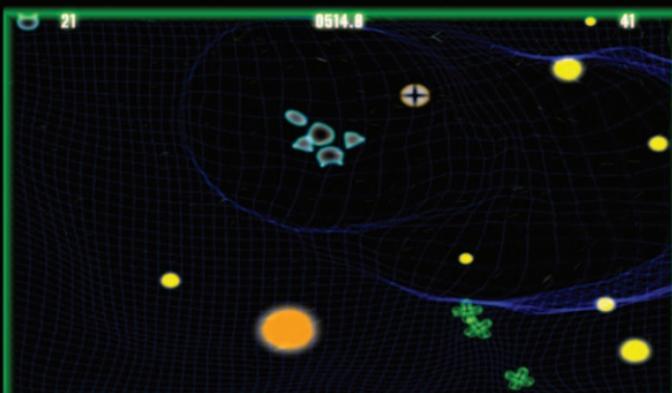
GAME RULES

- QLIONE consists of 8 stages.
- Each stage is set with challenging foes and ends with a Boss.
- Defeating the Boss at the end advances you to the next stage.
- To destroy enemies, create a mesh wave by using your Spread Bomb and Compressed Trap, then throw the wave at them. (See "Special Techniques") Getting hit with enemy fire, or coming in direct contact with an enemy at your fighter's head will result in losing a fighter.



GAME SCREEN

- The number of fighters you have. If you get hit when you have 0 fighters left, the game is over.
- The clock displays time elapsed. The less time it takes for you to destroy the Boss and complete each level, the more points you get.
- The numbers of Energy Balls you have. When you collect 100 Energy Balls, one fighter will be added.
- Compressed Trap - Attracts meshes.
- Spread Bomb - Creates waves by using meshes to attack your enemies.
- Enemies. Some of them shoot. If you get hit, you will lose one fighter.
- You - The Player. Hits only count if they come in direct contact with your Head. Close calls can vary and may result in a Hit or not.
- Energy Orbs. When you collect 100, one fighter will be added. Look ahead for more details.



ENERGY ORBS

- When you collect 100, one fighter will be added.
- When energy balls get closer, they fuse.
- When they fuse, they get bigger and turn to red.
- When you acquire large energy balls, it increases the ability to acquire other energy balls.

Energy Orb Rate:

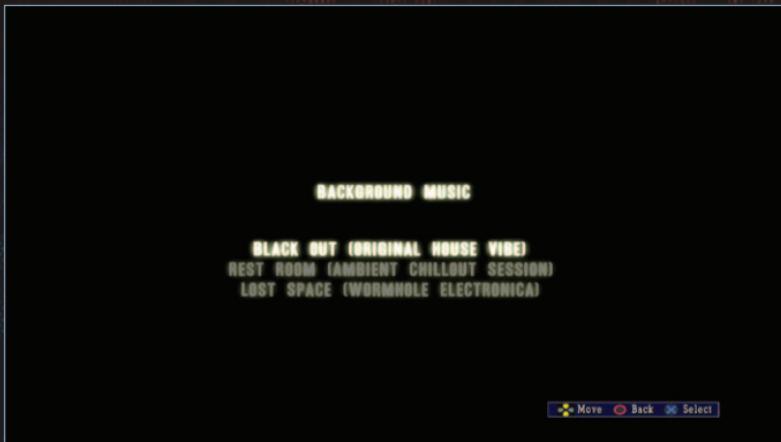
The numbers of fusion

- 0-9 (Yellow)
- 10-19 (Orange)
- 20-29 (Dark Orange)
- 30 or more (Red)

Increase by:

- Single
- Double
- Triple
- Quadruple

HOW TO PLAY (Continued)



GAME SOUNDTRACK (Default music settings)

From the Menu screen, select "Background Music" and choose from 3 types of music. By default, QLIONE starts off with the "Black Out" track.

1. Black Out: Your basic house vibe, energy music.
2. Rest Room: If Black Out is too much dance, enjoy this ambient chill-out session.
3. Lost Space: In the spirit by today's hottest electro artist and QLIONE, we present Wormhole Electronica.

CUSTOM BACKGROUND MUSIC (AVAILABLE USING THE PS3® XMB)

You can use your own playlists and rock to your own music.

1. Copy your MP3 files directly to the PS3® via a USB hard drive or flash drive .
2. Prepare your playlist.
3. At the Main Menu , press the "PS" button on your PS3® game pad and navigate to the "Music" Section . While playing, press the START button to Pause the game and continue to step #4
4. Choose a Playlist or Folder and press X, you'll return back to QLIONE and continue playing.

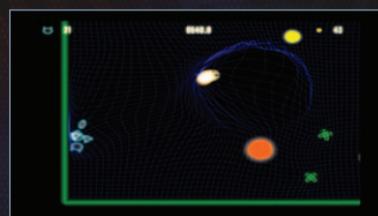
HOW TO PLAY (In-game)

(QLIONE includes a compressed version of this PDF manual - available on the Main Menu.)



SPECIAL TECHNIQUES

Be creative with your tricks and use them often to strategize the best attack against your enemies.



Compressed Wave

By leaving a little space between the Spread Bomb and Compressed Trap, you can make a wave in a desired direction. Since it throws compressed meshes with a blast, it is moderately powerful.



Serial Bombing Wave

By placing many Spread Bombs in a line, you can make a big wave in a desired direction. The range is long and powerful, making it especially effective on Boss characters.



Compressed Fusion

By placing many Compressed Traps between energy balls, you can fuse them to create larger energy balls. Use this trick actively when there are few enemies. It is convenient to aim 1 up.

RANKING & TROPHIES

You can check the leaderboards and compare your score to other players. Left side is the best time and right side is current time. (Internet connection is required.)

Stage Filter: Total Time (All Stages Completed)
Rank Filter: General Rankings

RANK	NAME	TIME
1	Q_PhyTyyPN-US-EN	14.6
2	Q_2p7AbRea-US-EN	371.7
3	boglie	765.9
4	RGAfPfMAlfscore	1081.5
5	Q_v0BqTqq-US-EN	1407.9
6	bally078ed	1410.4
7	Ballys090-ed	1544.0
8	bally093-ed	1559.6
9	MAG995	1596.0
10	MAGATON	1604.4

[Change Rankings | Change Level | Select Leaderboard | Cancel]

Trophies



- 1. Conception:** Bronze
Complete Stage 2 under 130 sec



- 2. Transportation:** Bronze
Complete Stage 4 under 270 sec



- 3. Continuation:** Bronze
Complete Stage 6 under 230 sec



- 4. Completion:** Bronze
Complete all stages

— Total 60 —



- 5. Fusion:** Silver
Fuse 500 Orbs (multiple play-throughs)



- 6. Consolidation:** Silver
Create an Energy Orb of 500 value in a single play-through



- 7. Destruction:** silver
Destroy 1000 (multiple play-throughs)



- 8. Quicklione:** Silver
Complete all stages in under 2000 seconds



- 9. Equalia:** Silver
Complete all stages with at least 20 lives left

— Total 150 —



- 10. Eolvia:** Gold
Complete all stages without using any Continues

— Total 90 —

ROCKIN ANDROID, INC	SONY ONLINE ENTERTAINMENT LLC	INTERNATIONAL OPERATIONS
DEVELOPMENT TEAM	DEVELOPMENT TEAM	
CREATED BY	Producer	Director, International Operations
Nochi	Micah Loucks	Robert McEntee
PRESENTED BY	Associate Producer	
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GAME DEVELOPMENT	QUALITY ASSURANCE	
Isoo	Executive Director, Global Quality Assurance	Project Management
ART DEVELOPMENT	Tony Rado	Tim Erskine
Gojo	Director, Quality Assurance	Stephen Rodgers
MUSIC	Rob Thompson	Douglas Wright
Deku	Quality Assurance Assistant Manager	
SPECIAL THANKS	Andrew Lamp	
Ayacy	Quality Assurance Supervisors	Linguistic Production
Daima	Ryan Antonelli	Bernard Dambrot
Katase	Lesly Irwin	Britta Nock
NC	Jay Lauterwasser	Juan Chiquiza
SANDa		Anna Dirschinger
Masada		
SAT	QA Console Release Supervisor	Globalization Engineering Manager
MIZU	David R. Curington	Katty Bashir
TEN		
ENGLISH VERSION PRODUCED BY	Quality Assurance Lead	Globalization Engineering Team
Rockin' Android, Inc.	Eric S. Smith	Hirobumi Kurosu
EXECUTIVE PRODUCER	TRC Lead	Duy Le
Gustav Baron	Gerzon Pongracz	Chris Lee
U.S. PRODUCER	International QA, Lead	John Stearns
Enrique Galvez	Jesus Lio	Cuong Tran
Jody Mahler		
DEVELOPMENT SUPPORT	International QA, Assistant Lead	CUSTOMER SERVICE
Jody Mahler	Julien Bertaud	Executive Director, Global Customer Service
Sara Leen		Brad Wilcox
TRANSLATION	International QA	Executive Assistant
Sara Leen	Nikhil Bhowmick	Leia Wight
COPY-EDITING	Naoeko Breu	
Stephen Tang	Michelle Bruce	
Adam Milecki	Matthias Goehler	
Patrick Whitehorn	Eric Gustafson	
	Johanna Lopez	
	David Martin	
	Alberto Petrozzi	
	Mayuko Riley	
	Cristbel York	
	Birthit Zeus	
PACKAGING / MANUAL DESIGN		Customer Service Manager, Technical Support
Patrick Whitehorn, PanchoArt.com		Satoo Minami
Jody Mahler		
MARKETING & PROMOTION	Customer Service Assistant Manager	Customer Service Assistant Manager
BAM! Marketing, Publicity & Promotions	Scott Dale	Scott Dale
	Technical Support Supervisor	Technical Support Supervisor
	Daniel Tucker	Daniel Tucker
	Senior Technical Support Representatives	Senior Technical Support Representatives
	Tony Flores	Tony Flores
	Dennis Gonzalez	Dennis Gonzalez
	Chris Leisure	Chris Leisure

Technical Support Representatives	Web Presence Team	EXECUTIVE STAFF
Phillip Robinson	Ben Neil	President
Richard Mobbs	Jennifer Brady	John Smedley
Danny Libby	Paul Tighe	
Eric Tran	Kyle Blackman	
Lisa Nelson	Lorren Biffin	
Reggie Roberts	Paul Warner	
Arnold Graham	Jose Ciceraro	
Darwin Bignoria	Joseph Tan	
Robert Emerick		
Stephanie Brown		
Cayden Nguyen		
Chad Allen		
Edward Ranf		
Jimison Wright		
Jim McDuffie		
Kevin Freistroffer		
Joseph Hall		
Matthew Chadwick		
Technical Support Subject Matter Expert	BUSINESS DEVELOPMENT	
Jeremiah Jackson	Vice President, Business Development & In Game Advertising	
	Louis Figueroa	
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Director of Global Brand Marketing	Vice President, Legal and Business Affairs	
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Public Relations Specialist	Legal Administrator	
Ryan Peters	Melissa Morris	
PRODUCT DEVELOPMENT		
Marketing Team	TEST OPERATIONS	
Greg Agius	QA Test Manager	
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Chris Vine		
Sr. Director, Web Presence	QA Test Manager, Network and TRC Test Teams	
Jacob Robinson	Cruz Garcia	
	QA Test Supervisor	
	Sean Valencia	
	Sr. Quality Assurance Tester	
	Matt Bolger	
	Lead Quality Assurance Tester	
	John Romero	
	David Paymard	

Lab Technician	Bob Jordan
Vince Loughney	Ryan Page
Contingent Game Test Analysts	Joe Petronaci
Craig Francis	Shaun Sweeney
Esau Garcia	Sam Stovold
Kevin Lim	Callista Tieu
Matthew Gorsuch	Josh Young
Theodore McCoy	SUPPORT SERVICES GROUP
James Jaehnig	
Gregg Marcus	Manager, Release Management
Christian Aballi	Eric Ippolito
Monica Llanes	
Emily Fleuret	Manager, Support Services
Reggie Robertson	Matt Harper
Nicholas Postulka	
Alan Ng	Release Manager
Gregory Volker	Brent Gocke
Lead Quality Assurance Testers,	Associate DevSuite Web Admin
Network Test Team	John Hirai
Paul Flannigan	
Greg Hicks	
Sr. Quality Assurance Testers	
Network Test Team	
Robby Cheverton	
Will Coo	
Lead Quality Assurance Tester, TRC Test Team	
Chris Scott	
Jonathin Morse	
Antel Powell	
Dan Carrigan	
Sr. Quality Assurance Testers, TRC Test Team	
Dave Evans	
Matt Morgan	
Shaun Distor	
Ryan Halvorson	
Contingent Game Test Analysts, TRC Test Team	
Nathan Alschbach	
Sean Davis	
John Elberson	
Arthur Gustafson	

Q L I O N E 2

INTRODUCTION

You are a fighter in an inorganic sea of mesh patterns that is faced with the challenge of survival! Strategize and defeat your geometric enemies with a simple arsenal in a world hypnotic and dangerous. Created with the “Cellular Automaton” algorithm found in simulations of Earth, QLONE is like no game you have ever experienced.

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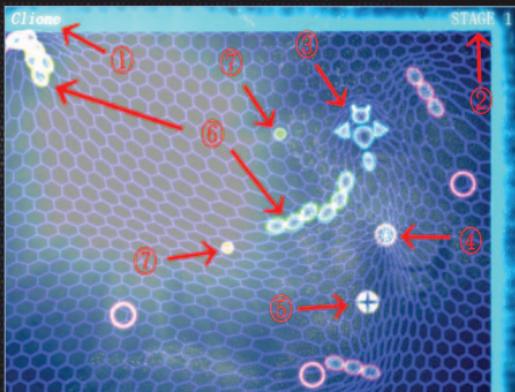
HOW TO PLAY

GAME RULES

- QLIONE 2 consists of 8 stages.
- Each stage is set with Enemy Organisms and ends with a Boss.
- Defeating the Boss at the end advances you to the next stage.
- To destroy enemies, create a mesh wave by using your Explosion Bomb and Vacuum Bomb to create a Wave Attack (see "Special Techniques").
- Defeated enemies may drop Green and Red Protein Orbs (Porbs) to evolve "Baby" (see "Evolutionary Chart")
- Only the Head of your character is Vulnerable to Attack. If you are hit in your weakest form "Baby," the game is over.

PORBS How to evolve your character

Defeated enemies drop green and red Porbs, use them to evolve further from the "Baby" form. Each evolved form has unique attacks and attack strategies. See the evolutionary path for all available forms.



GAME SCREEN

- 1 Your Current Evolutionary Form
- 2 The Current Stage Number
- 3 Your Character. You can take certain hits safely, but not at the core.
- 4 Compression Trap. This attack implodes to suck things in.
- 5 Diffusion Bomb. This attack explodes to make waves and do damage.
- 6 Enemies. Some of them will shoot at you. Hit them to destroy them.
- 7 Items. They come in red and green. Defeat enemies to make them appear.

HOW TO PLAY (Continued)



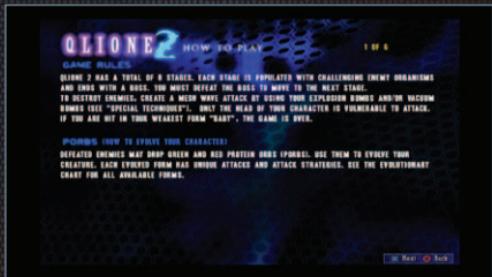
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2. Prepare your playlist.
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While playing, press the START button to Pause the game and continue to step #4
4. Choose a Playlist or Folder and press X, you'll return back to QLIONE and continue playing.

HOW TO PLAY (In-game)

(QLIONE 2 includes a compressed version of this PDF manual - available on the Main Menu.)



SPECIAL TECHNIQUES

Compression Wave

A technique where you set a compression trap and a diffusion bomb slightly apart. The diffusion bomb will be much more useful after the compression trap pulls the enemies in.



Linked Blast Wave

By placing many diffusion bombs in a row, you can create a huge directional wave. An effective technique against distant bosses, especially at higher power levels.



CHARACTER EVOLUTIONS

Evolutionary form **BABY**

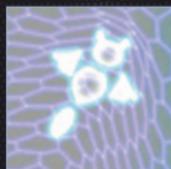
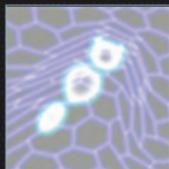


Attack Methods

[Action A]: Sets a small diffusion bomb in front of you. This kind of bomb is very low in power.

[Action B]: Causes you to dash forward.

Evolutionary forms **FLEA, CLIONE, DRAGON**

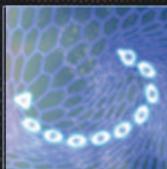


Attack Methods

[Action A]: Sets a diffusion bomb in front of you. The more you evolve, the stronger it gets.

[Action B]: Sets a compression trap in front of you. The more you evolve, the stronger it gets.

Evolutionary forms **PIKAI, PYTHON, ANACONDA, SERPENT**



Attack Methods

[Action A]: Fires multiple small diffusion bombs as you hold down the button.

The more you evolve, the more bombs you can use at once.

[Action B]: Sets a compression trap in front of you. The more you evolve, the stronger the compression blast.

Evolutionary form CHLORELLA

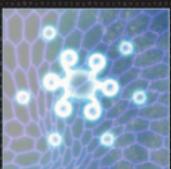


Attack Methods

[Action A]: Unleashes two diffusion bombs in front of you simultaneously.

[Action B]: Unleashes two compression traps in front of you simultaneously.

Evolutionary form STAR FISH



Attack Methods

[Action A]: Releases three diffusion bombs from the tips of your tentacles at once.

[Action B]: Releases three compression traps from the tips of your tentacles at once.

Evolutionary form PIKE



Attack Methods

[Action A]: Causes waves in the direction you're traveling.

[Action B]: Sets a large compression trap in front of you.

Evolutionary form CRAB



Attack Methods

[Action A]: Creates an outward wave from your pincers.

[Action B]: Releases a compression trap from your pincers.

RANKING & TROPHIES

You can check the leaderboards and compare your score to other players. Left side is the best time and right side is current time. (Internet connection is required.)

Stage Filter: Total Time (All Stages Completed)
Rank Filter: General Rankings

RANK	NAME	TIME
1	Q_FHvtYyPN-US-EN	14.6
2	Q_2p7AisRe-US-EN	371.7
3	bogline	769.9
4	RCALPHAHscore	1001.3
5	Q_c08qgtcp-US-EN	1407.9
6	bally0s78ed	1490.4
7	Bally0s00-ed	1544.2
8	bally0s03-ed	1559.6
9	MAG099	1566.2
10	MAGATON	1604.4

[Change Rankings | Change Level | Select Leaderboard | Cancel]

Trophies

-  **Cell Division:** Bronze
Evolve 5 times.
-  **Corpse Flower:** Bronze
Evolve to Rafflesia.
-  **Das Medusenhaupt:** Bronze
Evolve to Medusa.
-  **Tree of Life:** Bronze
Evolve to every form on the Green Porb Evolutionary Path.
-  **On the Origin of Species:** Bronze
Evolve to every form on the Red Porb Evolutionary Path.
-  **New Generation:** Silver
Beat the game.
-  **Fast Mutation:** silver
Beat the game in 1,000 seconds or less.
-  **Protein Rich:** Silver
Evolve to Orochi.
-  **Mikami Petal:** Silver
Evolve to God Hand.
-  **Inherited Traits:** Silver
Finish the game in the Clone form.
-  **Evolutionary Chart:** Gold
Play as every form in one game.

ROCKIN ANDROID, INC.	SONY ONLINE ENTERTAINMENT LLC	INTERNATIONAL OPERATIONS
DEVELOPMENT TEAM	DEVELOPMENT TEAM	Director, International Operations
CREATED BY	Producer	Robert McEntee
Nochi	Micah Loucks	
PRESENTED BY	Associate Producer	Senior Project Management
© 2007-2010 Shindenken	Oliver J. Smith	Raymond Nguyen Tan Truong
© 2010 Rockin' Android		David J. Kim
GAME DEVELOPMENT	QUALITY ASSURANCE	Project Management
Isoo	Executive Director, Global Quality Assurance	Tim Erskine
ILLUSTRATION / ART DEVELOPMENT	Tony Rado	Stephen Rodgers
2G	Director, Quality Assurance	Douglas Wright
Tomo.Yun	Rob Thompson	
TECHNICAL SUPPORT	Quality Assurance Assistant Manager	Linguistic Production
Gojo	Andrew Lamp	Bernard Dambron
Edge		Britta Nock
ENGLISH VERSION PRODUCED BY	Quality Assurance Supervisors	Juan Chiquiza
Rockin' Android, Inc.	Ryan Antonelli	Anna Dirsninger
EXECUTIVE PRODUCER	Lesly Irwin	
Gustav Baron	Jay Lauterwasser	Globalization Engineering Manager
U.S. PRODUCER		Katty Bashir
Enrique Galvez	QA Console Release Supervisor	
Jody Mahler	David R. Curington	Globalization Engineering Team
DEVELOPMENT SUPPORT	Quality Assurance Lead	Hirobumi Kurosu
Jody Mahler	Eric S. Smith	Duy Le
Sara Leen		Chris Lee
MUSIC	TRC Lead	John Stearns
Deku	Gerzon Pongracz	Cuong Tran
SPECIAL THANKS	International QA, Lead	CUSTOMER SERVICE
IKey	Jesus Lio	Executive Director
TRANSLATION		
Sara Leen	International QA, Assistant Lead	Global Customer Service
	Julien Bertaud	Brad Wilcox
COPY-EDITING	International QA	Executive Assistant
Stephen Tong	Nikhil Bhowmick	Leia Wight
Adam Milecki	Nooko Breu	
Patrick Whitehorn	Michelle Bruce	Customer Service Manager
	Matthias Goehler	Technical Support
PACKAGING / MANUAL DESIGN	Eric Gustafson	Satoo Minami
Patrick Whitehorn, PanchoArt.com	Johanna Lopez	
Jody Mahler	David Martin	Customer Service Assistant Manager
MARKETING & PROMOTION	Alberto Petrozzi	Scott Dale
BAM! Marketing, Publicity & Promotions	Mayuko Riley	Technical Support Supervisor
	Cristbel York	Daniel Tucker
	Birgit Zeus	
		Senior Technical Support Representatives
		Tony Flores
		Dennis Gonzalez
		Chris Leisure

Technical Support Representatives	Ben Neil Jennifer Brady Paul Tighe Kyle Blackman Lorren Biffin Paul Warner Jose Ciceraro Joseph Tan	Chief Operating Officer Russell Shanks
Philip Robinson Richard Robbins Danny Libby Eric Tran Lisa Nelson Reggie Roberts Arnold Graham Darwin Bignoria Robert Emerick		Chief Technology Officer Richard Lawrence
Stephanie Brown Cayden Nguyen Chad Allen Edward Ronf Jarrison Wright Jim McDuffie Kevin Freistroffer Joseph Hall Matthew Chadwick	BUSINESS DEVELOPMENT Vice President, Business Development & In Game Advertising Louis Figueroa	Vice President of Finance and Chief Financial Officer Ken Dopher
Technical Support Subject Matter Expert	LEGAL DEPARTMENT Exe. Vice President of Legal, Business Affairs, and General Counsel Andy Zaffron	Executive Assistants Bianca Diaz Pam Impson Christine Lena
Jeremiah Jackson	Vice President, Legal and Business Affairs Steve Weiss	SONY COMPUTER ENTERTAINMENT AMERICA FIRST PARTY QUALITY ASSURANCE (FPQA) Senior Director, First Party Quality Assurance Ritchard Markelz
SALES AND MARKETING		Director, First Party Quality Assurance Jeff Wilkerson
Vice President, Global Sales & Marketing	Staff Counsel Olivia Malmstrom Jana Rubenstein	TEST OPERATIONS QA Test Manager Andrew Moore
Laura Naviaux		
Director of Global Brand Marketing	Legal Administrator Melissa Morris	QA Test Manager, Network and TRC Test Teams Cruz Garcia
Tim Granich		
Associate Brand Manager	PRODUCT DEVELOPMENT	QA Test Supervisor Sean Valencia
Cathy Yeh	Director of Artistic Development Joe Shoopack	
Public Relations Specialist	Director of Project Management Bruce A. Ferguson	Sr. Quality Assurance Tester Matt Bolger
Ryan Peters		
Marketing Team	Director of Operations Mike Gaylord	Lead Quality Assurance Tester John Romero
Greg Agius Jen Belfield Brian Patience Andre Padilla Dylan Bruce Justin Buell Chris Vine	Project Manager Ty Keith	David Paymard Lab Technician Vince Loughney
Sr. Director, Web Presence	EXECUTIVE STAFF	
Jacob Robinson Web Presence Team	President John Smedley	

Contingent Game Test Analysts

Craig Francis
Esau Garcia
Kevin Lim
Matthew Gorsuch
Theodore McCoy
James Joenig
Gregg Marcus
Christian Aballi
Monica Llanes
Emily Fleuret
Reggie Robertson
Nicholas Postulka
Alan Ng
Gregory Volker

Sam Stovold

Calista Tieu
Josh Young

SUPPORT SERVICES GROUP

Manager, Release Management
Eric Ippolito

Manager, Support Services
Matt Harper

Release Manager
Brent Gocke

Associate DevSuite Web Admin

John Hirai

Lead Quality Assurance Testers, Network Test Team

Paul Flannigan

Greg Hicks

Sr. Quality Assurance Testers
Network Test Team
Robby Cheverton
Will Cao

Lead Quality Assurance Tester, TRC Test Team

Chris Scott

Jonathin Morse

Antel Powell

Dan Corrigan

Sr. Quality Assurance Testers, TRC Test Team

Dave Evans

Matt Morgan

Shaun Distor

Ryan Halvorson

Contingent Game Test Analysts, TRC Test Team

Nathan Alschbach
Sean Davis
John Elberson
Arthur Gustafson
Bob Jordan
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Joe Petronaci
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11. 2002 *India's Budget*, 10-11 2002/03 *Budget Statement by Finance Minister of the Government of India* [2002/03 Long-term
Statement], pp. 105, 106 and 107, has no support. The statement is based on the assumption that "...the present
long-term fiscal policy is designed to ensure that the long-term fiscal deficit is reduced to a minimum level of 3 per cent
of GDP" and "...the budgetary framework...is designed to ensure that the long-term fiscal deficit is reduced to a minimum level
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